Fall 2006

CS 214: Object-Based Programming

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Wright State University - Main Campus

Object-Based Programming
Fall Quarter 2006
Wright State University

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Course Description

This course is a basic introduction to object oriented programming utilizing the Visual Basic programming language.

Goals

There are several goals to accomplish in CS 214:

1. Master basic programming concepts.
2. Conceptualize how to develop software using objects and events.
3. Learn how to solve real, complex problems
4. Have some fun!

Class Details

Lecturer: Eric Matson
Office: 336 Russ Engineering Center
Phone: 937-775-5108
Office Hours: TU 1:00 - 2:00 in Russ 336 or by appt.
Email: eric.matson@wright.edu
Web: http://www.cs.wright.edu/ matson
Class: TU 4:10 - 5:50 Oelman 320
Text: Starting Out with Visual Basic 6.0, Gaddis, Irvine, Denton. Scott Jones Publishing.
IDE: Visual Studio .NET (Visual Basic)

Prerequisites

No specific class prerequisites, but a familiarity with programming concepts is helpful. If you are concerned about your preparation, please come and speak with me during the first week of class.

Grading

Projects 6 10% each = 60%
Quizzes 5 10% each = 40% Drop the lowest grade, but you have to take all quizzes

The base scale is: A: 90-100, B: 80-89, C: 70-79, D: 60-69, F: 0-59. This is the highest requirement that will be used. The scales may be lowered or revised if necessary.

Schedule

(always subject to changes) Always have readings scheduled for that day complete prior to the class meeting

#	Date	Topic	Reading	Exam
1	Sept 5	Introduction	Chapter 1	
2	Sept 7	Visual Basic Intro	Chapter 2	
3	Sept 12	Variables, Constants, Calculations	Chapter 3	
4	Sept 14	Variables, Constants, Calculations		
5	Sept 19	Making Decisions	Chapter 4	
6	Sept 21	Making Decisions		**1**
7	Sept 26	Program Control	Chapter 5	
8	Sept 28	Program Control		
9	Oct 3	Procedures/Functions	Chapter 6	
10	Oct 5	Procedures/Functions		**2**
11	Oct 10	OOP and User Defined Types	Chapter 12	
12	Oct 12	OOP and User Defined Types		
13	Oct 17	Arrays	Chapter 8	
14	Oct 19	Arrays		**3**
15	Oct 24	Files	Chapter 9	
16	Oct 26	Files		
17	Oct 31	Database	Chapter 10, 11	
18	Nov 2	Database		**4**
19	Nov 7	Database		
20	Nov 9	Database		
21	Nov 14	Final Exam 5:45 - 7:45		**5**

Policies and Notes

- Attendance: Attendance is not required, nor will it be taken after the first couple of lectures. If you are not a regular attendee, it will be your responsibility to seek out what material was covered in the lecture and learn it. Most of my exam questions will be taken directly from ideas covered during the lecture, so it greatly helps if you attend!
- I will utilize WebCT to post grades. I will use my website to post all other materials. Get in the habit of checking it regularly.
- The prerequisites of the course are a basic understanding of programming concepts. If you are not confident in your skills or do not have the required prerequisite, then visit with me and I can evaluate how to catch your skills up the appropriate level and develop a plan to do so.
- Always make back ups of all of you work. Never have just one copy of anything!
- If you are going to miss an exam, for any reason, discuss it with me in advance. If it is an emergency situation, please notify me as soon as possible.
- You can reach me a number of ways. Email is normally the best as I check it about 18 hours a day normally. You can also reach me by phone during the day at 775-5108. If you need human contact either stop in during my office hours, make an appointment, or just come by my office. If I am in and not on a deadline to get something else completed, I will normally try to help as much as possible.
- There are technologies we will use in this class that you may not already know, such as file transfer, command line, text editors, file systems, etc. We will cover some of these technologies as we go.
- The key to learning in this class will be spending time working through the problems. Dont wait until 2 hours before something is due to try to learn the concept and then write the program. This normally ends in a disaster! Stay up with the readings and try to work through some of the examples in the book. I will post what I call, 10 minute programs which are exercises that you can work through to learn key concepts. And yes, they are programs you can write and execute in 10 minutes (unless you are a really slow typist, like me. In that case, they become 20 minute programs.)

Academic Misconduct

In this class, the only way to truly learn the concepts to is do the work yourself. I encourage working with other people on the course concepts. When you begin to write the program, complete and submit your own work.

Work that has obviously been copied or in the more extreme case, when the original authors name has not even been changed, both parties will receive a 0 grade for that assignment. Both parties will also be turned over to the Office of Judicial Affairs.